Speeches (Ender’s Game) Marking rubric:

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|  | Excellent | Good | Satisfactory | Needs work |
| Length | 2.5-3 minutes, as requested  10 9 | 2 to 2.5 minutes  8 7 | 1.5 to 2 minutes  6 5 | Less than 1.5 minutes, or more than 3 minutes.  4 3 2 1 0 |
| Structure | Has a clear introduction, several points of development and a conclusion. Flows smoothly from one to the other. Good transitions.  15 14 13 | Has a clear topic/support/ conclusion structure, but does not flow smoothly. Some attempt at transition is evident.  12 11 10 | Has topic/support/ conclusion structure, but jumps around. Little attempt at flow or transition.  9 8 | Does not have a clear introduction, or lacks a conclusion. Logical structure is weak. Very weak or no transitions.  7 6 5 4 3 2 1 0 |
| Content | Stays on topic, and includes evidence or supporting information from the text (with appropriate citation). Maturity of response is clear.  15 14 13 | Stays on topic, and includes some evidence or support from text.  Depth of response is appropriate.  12 11 10 | May occasionally wander off topic, or include little evidence or support from text. Not much depth of thought evident.  9 8 | Wanders off-topic regularly. No support or evidence from text. Superficial or shallow response.  7 6 5 4 3 2 1 0 |
| Presentation | Student speaks clearly and loudly enough to be heard, at an appropriate pace. Does not fidget. Uses appropriate gesture and movement.  10 9 | Student mostly speaks clearly and loudly enough to be heard, at an appropriate pace. Enunciation may falter. May fidget. May use no gestures or movement to emphasise points; may use excessive gesture or movement.  8 7 | Student mumbles or stumbles; may drop voice to inaudibility from time to time. May “hide” behind paper. Moves way too much or way too little.  6 5 | Student cannot be heard much of the time. Excessive stumbling or mumbling. Nervousness overwhelms delivery.  4 3 2 1 0 |